RPG TO-GO

THE "FAST-FOOD" OF ROLE-PLAYING GAMES

An On-The-Go Collaborative StorYtelling Game.

First Edition, 2023

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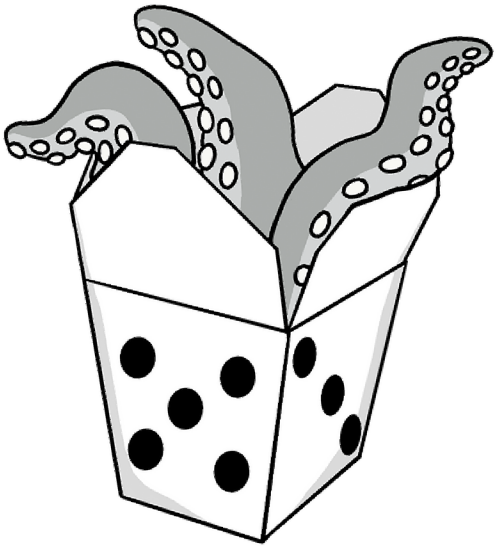
Character, NPC, and World Builder sheets may be copied for personal use and are available along with the NPC Wheel at www.rpgto-go.com



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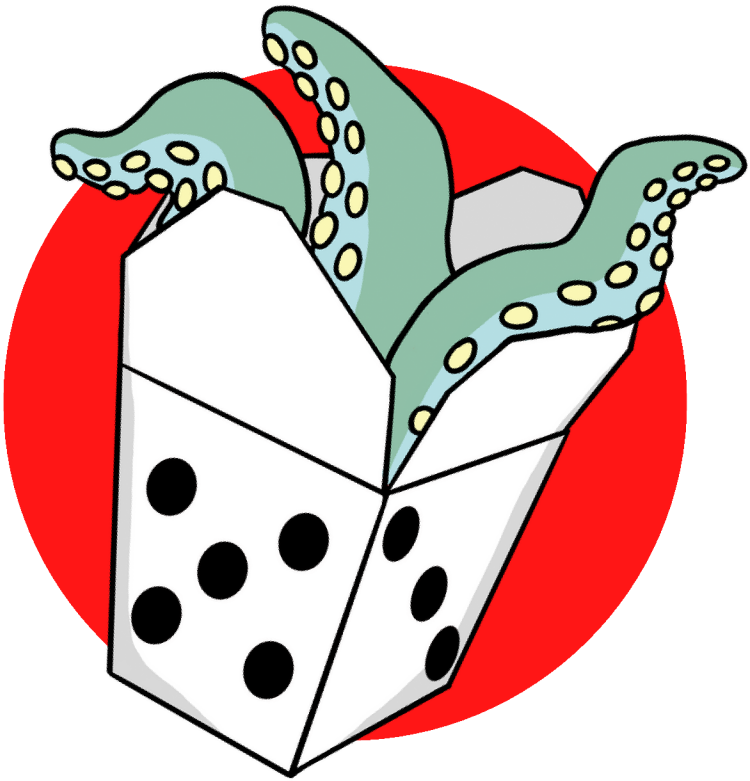
RPG TO-GO



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Menu:

Introduction . . . . . (Page 1)

World Building . . . . . (Page 3)

World Building Example . . . . . (Page 7)

Character Building . . . . . (Page 18)

Skill Breakdown . . . . . (Page 22)

The Point Buy . . . . . (Page 33)

Character Sheet Examples . . . . . (Page 37)

NPC Creation . . . . . (Page 40)

NPC Examples . . . . . (Page 44)

Game-Play Mechanics . . . . . (Page 47)

Skill Actions . . . . . (Page 49)

Challenge Rolls . . . . . (Page 53)

Combat . . . . . (Page 54)

Narrator Cheat-Sheet . . . . . (Page 63)

Blank Sheets and Extras . . . . . (Page 64)

Hello, Can I Take Your order?

Welcome to RPG To-Go! This is the role-playing game that you can play on-the-go!

The To-Go system is built to enable your creativity and act as a flexible skeleton for any kind of story-game you want to play. You create the world, the characters, and the story as you go!

The rules are simple and the sky's the limit. Your unique To-Go game won't be constrained by pre-existing lore or complicated rules. There's no flipping through stat builds or jerry-rigging pre-existing races or classes to make your idea shine. You hold all the power. This is your game, and you get to decide how it goes.

Are you ready to get started? Here we go!

The To-Go system relies on your creativity and spontaneity. Both the “Narrators” and the players have the power to shape the world and are responsible for keeping the To-Go game going.

The Narrator is the person responsible for holding the rulebook, managing the story, and rolling the dice. The players work in collaboration with each other to move the story along and solve the mysteries and conflicts created by the Narrator.

If this is your first role-playing game, think of it like playing an improv game or telling a bedtime story (with a little bit of math for **flavor**).

Keep in mind, this is a collaborative game. It’s not Narrator vs player; you're all on the same team. The only way to win is to finish the story and none of you can do that alone.

To begin your game follow these steps:

1.) Gather (*kidnap*) **your buddies.**
2.) Build the world (*become God*)**.**
3.) Create characters (*Try not to project*) (*fail*)**.**
4.) Play!

World-Building:

World-building is the responsibility of the Narrator, but the players have to supply the "ingredients".

Narrators only get 10 minutes for World-building (set a timer), so don't get too hung up on the details; the To-Go system depends on your creativity and spontaneity. You won't be able to plan out every tiny detail so it's up to you to start with the basic concept of your world and run with it!

Does that sound too difficult, Narrator? Don't panic! Just follow these steps:

STEP 1: INGREDIENTS

Have each of your players give you an "ingredient". These ingredients will be what you build the world from. They can be anything: a genre, a franchise, an aesthetic, a song, a word, a picture- anything at all! You will compile these items into the "Ingredients" section of the World Builder Notes found at the back of your RPG To-Go manual. (Pg. 64)

STEP 2: IDEAS

Now that you've written down the ingredients from each player, you can move on to the "Ideas" section. In this section, write down what stands out to you about the ingredients. Think lyrics, imagery, themes, time periods, archetypes, etcetera. Write down your first impressions of these ingredients and think of how you could combine them. This step is all about collecting your favorite pieces for later.

STEP 3: WHERE, WHAT, WHO, HOW

Once you have your ideas laid out, you'll start

to get a feel for what you want your world to look like. Continue writing notes in your "Ideas" section, and answer the questions:

- **Where:** Where will your game take place?
- **What:** What will your players be doing? What is going on?
- **Who:** Who are the people your players will be interacting with?
- **How:** How do things work in your world? Are there rules of magic, society, or science that your players will have to abide by?

Start to combine ideas from different ingredients and create something new. Don't feel like you have to answer every question or any of these questions at all! Just write down what comes to mind as you brainstorm.

HELPFUL HINT: You're not just copying the 'ingredients' you were given. You're tearing them apart and building an entirely new entrée!

STEP 4: THE OPENER

For the last step, you are going to write your “Opener”. Think of your Opener as a movie trailer for your To-Go game. This is how you are going to set the tone and give your players an idea of what they are in for. This step will give your players the information they need about the 'wheres, whats, whos, and hows' you decided on earlier.

Don't tell the whole story in your Opener. You don’t want to give away all your secrets, you’re just giving them a taste!

This step may be the most difficult, but try not to be too intimidated! This is just a game! If you get stuck, go back to your ingredient notes and just write something down! Think of it like telling a bedtime story. If it helps you can always start with

"Once upon a time”...

World Building Example:

Still confused? (*Understandable*...) Use the example below as a guide for what this process might look like.

This is an example of a To-Go game built with 4 ingredients. The sweet spot for the number of ingredients is between 3-5, so if you only have 2 players it's best to have them each pick two. Of course, you can have any number of ingredients, it might just be more difficult with too many or too few.

STEP 1: First you will write down the ingredients. Here we have a song, an object, a character, and a *vibe*. Remember ingredients can be anything.

WORLD BUILDER NOTES

INGREDIENTS:

1. My Boy Builds Coffins by Florence + The Machine (Song)
2. Neon Lights (Object)
3. "A Gangster with a limp" (Character)
4. Gas Stations at Night (A Vibe)

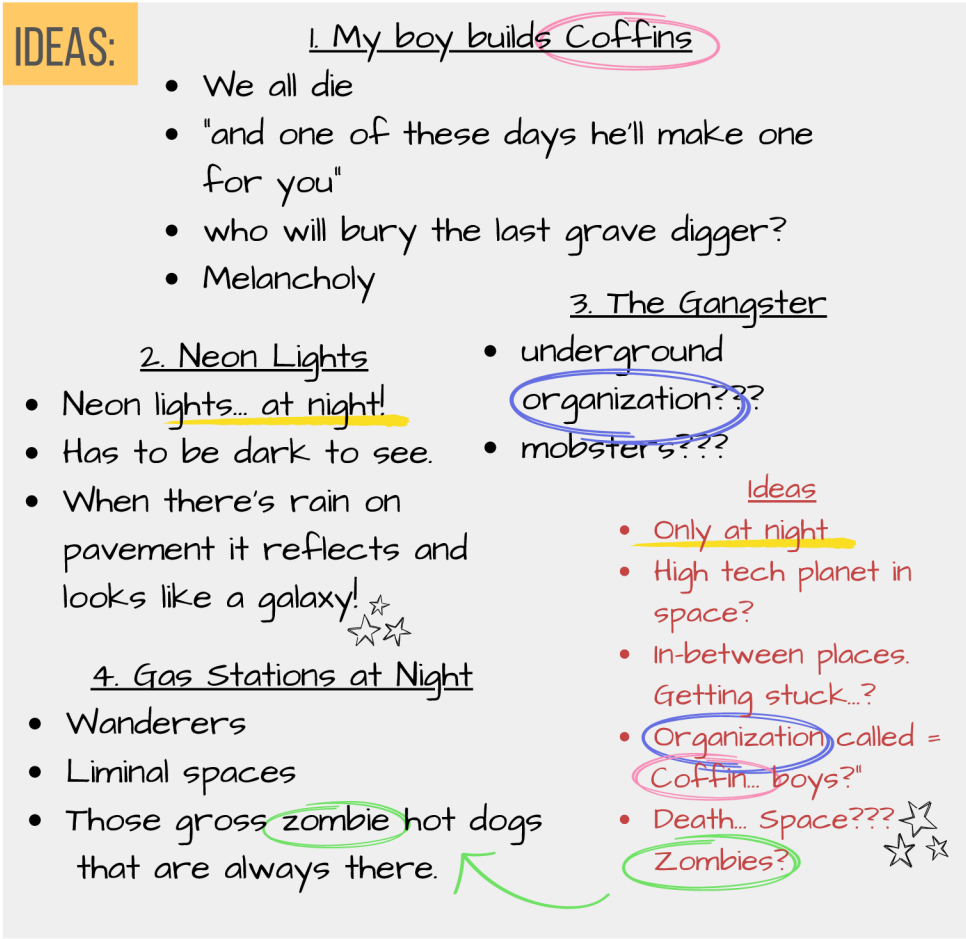
STEP 2: Now you will write down your first impressions and things that stand out to you in the "Ideas" section. These are the elements that you want to use in your To-Go game.

See this step in the example written in black ink. Under each ingredient are written lyrics, things the narrator associates with each one, feelings the ingredient brings up, etcetera.

STEP 3: This is when you will start combining ingredients and answering the questions 'where, what, who, and how'. Ask yourself what commonalities you see in the ingredients. Are there any similarities or dichotomies on the page? What interesting themes can you play with? Mix and match to make something new. Let your imagination run wild!

For the Example on the following page, this step is written in red. Follow the scribbles to see where different ideas came from.

Example



STEP 4: Now this is the tough-y, but it's time to write the Opener! Remember it doesn't have to be perfect. If you run out of room, grab another notes page from the back of the book or use the "Additional Opener Information" section.

Example

WORLD BUILDER NOTES (CONT.)

OPENER: The colors of the neon lights streak across the wet asphalt of the bustling market square. It's 15 minutes past midday and it's still dark out. As always.... and as always, the boss is late.

You and your team have been on Beta 375 for about six months (earth time) but the sun hasn't made an appearance. Since you arrived it's been dark, and the sun probably won't appear at all before you'll be reassigned.

Coffinhands for hire tend to get their hands dirty. Working for big-time mobs is good money but it's messy. For Coffinhands, messy means bodies, and away from earth, out in the final frontier, bodies mean trouble. Whatever Powers-That-Be back on earth that put the dead to rest can't reach you out here. So the dead walk. That leaves you with a mess to clean up.

There is a deafening boom from the north end of the market.

"That's your cue, clean-up crew!"

To-Go Game Name: The Coffinhands

Look at the example on the previous page. Notice that it combines the ideas noted in the "Ideas" section, but it doesn't necessarily use all of them. Try to think about the *Wheres*, the *Whos*, *Whats*, and the *Hows* of your story. Where are they? Who are they? What are they doing? Think about who is 'speaking' in your Opener. Is it an unnamed narrator, an NPC you'll meet later, or is it written like the first page of a novel? Whatever feels right- go for it!

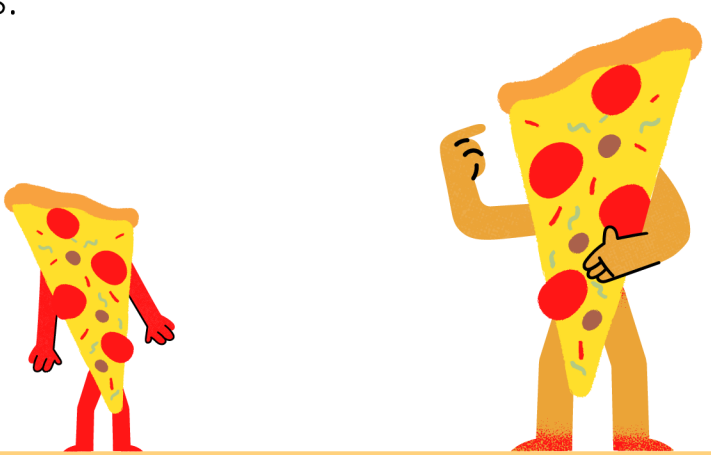
Your players told you the kinds of things that they like with their ingredient suggestions, but don't be afraid to add your own flavor. Is this going to be silly? Scary? Sad? (*Is it going to be delicious?*) It's all up to you!

Keep in mind that you don't need to put all the information you have in the Opener. You can also give your players more information as they build their characters or give them notes at the end of the Opener.

The Opener example gave us a lot of flavor but it left quite a few questions unanswered. Put this additional information in the "Additional Opener Information" section. (*Intuitive, right?*).

Make sure your players know who they will be, where they will be, and what they will be doing so that they can build their characters and jump into your world with ease.

See the example on the next page. Your "Additional Information" section might look like this.



HELPFUL HINT: It's okay if you don't use all the ingredients equally.

Example

ADDITIONAL OPENER INFORMATION:

- You are "Coffinhands" (job title).
- Your job is to re-kill & bury Space Zombies. (Because for some reason death doesn't work the same in space.) You have to trap them in the ground so they don't cause trouble.

- You work for a big space mob cleaning up after their shoot-outs (disposing of walking evidence).

- You'll all be on a team together.

- We'll be starting mid-mission, so your characters will already have met each other.

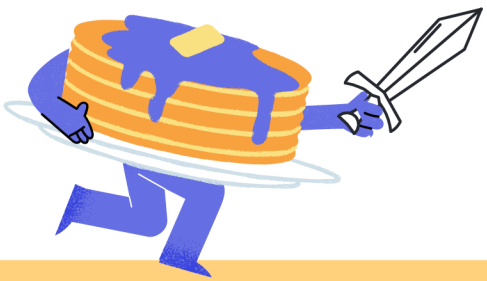
- Incase you weren't sure, we're in SPACE

Once you've finished writing your Opener, it's time to read it to your players. Don't be afraid to add a little *sauce* and dramatic flair to your performance. Games like this are more fun if you let yourself get a little silly.

You're ready to move on! Use the "Notes" sections to write notes as you build characters and as you play. Notes could include names you want to use for NPCs, quest ideas, or anything else you think you'll need. You'll find the world fleshes itself out as your players interact with you and each other.

The "Notes" section is also a good place to put notes about story pacing and the planned beginning, middle, and end of your To-Go game. You can't predict or control exactly how the story will go, but it is a good idea to write down things like:

- Length: How long you plan on playing in real-time (2 hours, multiple sessions, etcetera). Time will inform the kind of game you play, you probably can't fit a 3 part quest saga into an hour. *(But I don't know you, maybe you're more powerful than I am).*
- Starting Point: Where are the players starting? (*Space jail, a tavern, etcetera*). What will your first scene be once you start playing? Will the player characters all be in one place? Or will you have to draw them together somehow?



HELPFUL HINT: Your notes don't have to be complicated or complete. Remember to be spontaneous and play off what your players do in-game!

- Inciting Action and Conflict: What jumpstarts the story? (*There's a giant squid attack, a prophecy is made about the player characters, they are hired to work at the diner, etcetera.*) The inciting action will probably be connected to your end game. What is the plot of your To-Go game? What conflict will the characters have to resolve?
- How will it End?: What is the end game? *(They defeat the evil wizard, they escape the space station, they BECOME the evil wizard, the characters collect cool rocks, they... save the town... from the evil wizard...)*. You probably won't know what is going to happen down to the last detail, but you can draw the characters to a specific location or an end goal. What is the 'final boss' of your story?

These are just examples of what could be in your notes. Write down what you think is important to keep track of for your game.

Example

WORLD BUILDER NOTES (CONT.)

NOTES:

Dave has to leave at 10:00-
3-hour game

- Meat is probably really expensive in space since corpses move. hmmmm....
- Flashback idea for a character, learning about how death works in space:
  - "Some folks think it's something scientific like we're gonna figure out why the dead don't stay down out here. But most of us just accept that we're too far for the grim reaper to take us home. And we push it to the back of our minds and move on."

Beginning: They start at the market as the clean-up crew
Middle/Conflict: The Mob figures out that Tommy is ripping them off. Fight!
End Game: They unravel the conspiracy behind the Mob and take down the big man!

To-Go Game Name: The Coffinhands

Character Building:

Once you've finished building a world it's time to build characters with each of your players. In this step, it's important to listen to your players and what they want to do in the world. Remember this is a collaborative game!

If you had assumed your players would be bounty hunters for the Kingdom of Stabbytown, but now one of them wants to play a cabbage farmer that is on the run from said bounty hunters- go with it! You can adapt the story on the fly and see where it takes you. However, if you've built a cool robot post-apocalypse world from their ingredients and now a player wants to be a knight from the 1500s... you may have to redirect a little bit. *(Then again 'apocalypse knight' sounds pretty cool...).* It's up to you as a Narrator to collaborate with your players and decide what will be the most fun.

Something else to keep in mind as a Narrator is that the character-building phase can help you flesh out your world. Once you know where your players want to go, and what they're doing, you can use their backstories to fill in the blanks. You can also use their "whatcha doing" sections to give you ideas for quests and events!

Character Sheet Breakdown:

Character sheets To-Go have seven main sections:

- *Who, What, and Whatcha*
- *Skills*
- *Tools*
- *Effect*
- *Life Juice*
- *and... "Stuff"*

This may make it seem complicated but a character sheet like this shouldn't take more than a couple of minutes to make (10 if you're REALLY indecisive). It helps if the Narrator goes through the character sheet with the players and asks the questions for each step.

Section 1: Who, What, and Whatcha

Start building characters with your players with the simple questions at the top of the character sheets.

The "Who are you?" section is a good place to put information like a character's name, title, or alias. Examples include: "*Dave*", *"Zzyzx"*, *"High Ambassador*", "*Crabby Mike*", or "*[REDACTED]*".

The “What are you?” section is a good place for species, age, profession, etcetera. This section is for whatever classification would be *most* telling in your world. What would people refer to you as in a smoky tavern or what identifier would be on your space passport? Examples could include: “*Elf*”, “*12-year-old boy*”, “*Fish Alien*”, “*Demon*”, or “*Leftover spaghetti come to life!*”

The “What’cha Doin’?” section can be a bit more abstract. It could be the character's lifelong quest, whatever they're doing at the start of the game, or just their daily routine. Examples may include: *“I seek to avenge my father’s murder”, “chillin’ under this bridge”, “Working as a spy”*, or *“Making tacos in my taco truck”.*

These sections are meant to be flexible so just write down what information you think is most relevant to your To-Go game. Any additional information can go into the

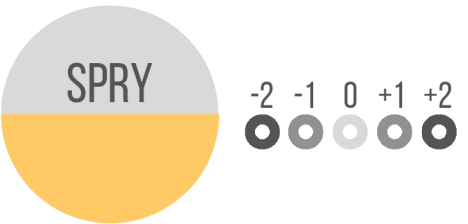
"Notes" section of the character sheet.

Section 2: Skills

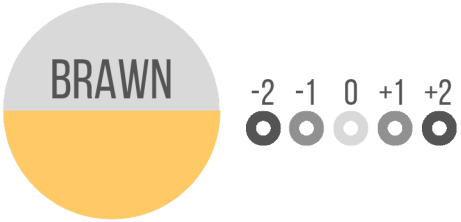
There are four skill categories in the To-Go system. When building your characters keep in mind the strengths and weaknesses that suit your character. Decide what kinds of things you want them to be able to do. A character's skill modifiers are determined by the Point Buy. (Pg. 34)

Skills for the RPG To-Go system are as follows: *Spry, Brawn, Charm, and Smarts.*

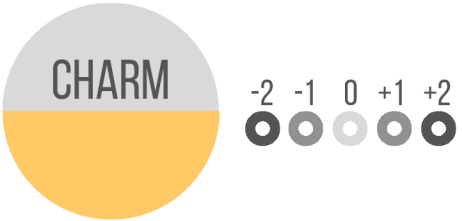
The **Spry** skill represents how scrappy or dexterous a character is. You might use the Spry skill when: *picking a lock, dodging out of the way, aiming a precision weapon, or moving very quickly.* The Spry skill also determines the turn order during Combat. (Pg. 54)



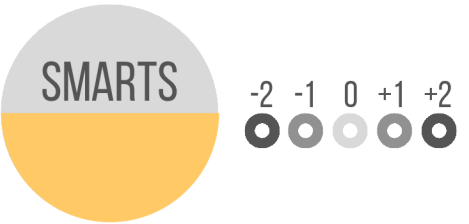
The **Brawn** skill represents how physically strong or beefy a character is. You might use the Brawn skill when: *breaking down a door, wrestling with somebody, opening a hefty pickle jar,* or in some cases, to *intimidate someone with your superior physique!*



The **Charm** skill represents how convincing or likable a character is. You might use the Charm skill when: *persuading someone to help you, using blackmail to gain information, lying, giving advice,* or to *seduce someone. *wink wink, nudge nudge**



The **Smarts** skill represents how intelligent or wise a character is. You might use the Smarts skill when: *decoding an encrypted message, looking for clues, memorizing ancient incantations (nerd),* or to *outwit your Narrator-breaking the fourth wall of the dimension while subverting natural laws and thus becoming like unto a GOD (double nerd)!!!*



Section 3: Tools

The items or abilities that characters use to interact with the world and deal 'Effect' (Pg. 27) are called Tools. Tools in the To-Go system can be anything ranging from classic weapons like swords and bows to other items that may fit better within your unique world. You might want to use Tools like a *chemistry set, ice powers, healing kit, laser gun, telekinesis*, etcetera.

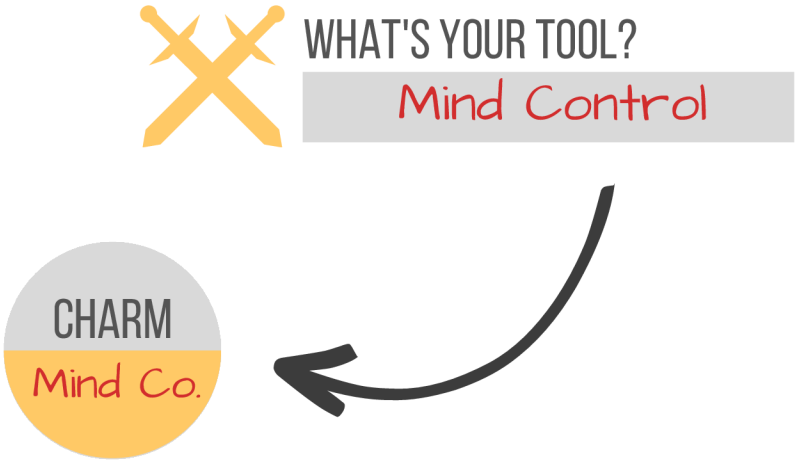
WHAT'S YOUR TOOL?

The sky's the limit when picking a character's Tool(s), just keep in mind that your Tool will be linked to your Effect stat (Pg. 27) and a Skill stat (Pg. 22). What you write in the Tool section will inform the story and add context to your character's actions but when it comes to actually rolling the dice the Effect and Skill sections will have the numbers you need.

Once a Tool has been chosen and written in the Tool section, you will determine which Skill will be used for that Tool. Use common sense. For example, *a club* would probably require skill in Brawn, *a dagger* would require you to use Spry, and *a medical kit* would require Smarts. This can also apply to magic Tools. For example, a character might use Smarts for the Tool *Incantations* and they

might use Charm for the Tool *mind control.*

Write the name of the Tool in the lower half of the Skill circle so you know which Skill stat to add to the die roll when using that Tool.



A player can have multiple Tools but it's best to keep the number of Tools at 2 or fewer. Write down all the Tools used by a character in the Tool section as well as assign them each their associated Skill.

Now that you know what your tool is, let's take a look at its Effect.

Section 4: Effect

A character's Effect stat determines how much positive, negative, or other Effect a character can deal when they successfully use their Tool(s). A player will only have one Effect stat so even if a character has more than one Tool they will all deal the same amount of Effect.

Players automatically start with 1 point in Effect and can choose to add more points to Effect in the Point Buy. (Pg. 33)

It is important to note that a player will only be able to deal Effect on a successful use of their Tool(s). See combat rules on page 54. The type of Effect dealt is determined by the Tool chosen by the player. For example, if a character's Tool is *Flaming Sword* and they

beat their opponent's Challenge Roll, they will deal damage equal to their Effect stat.

Another Tool example could be *First Aid Kit.* This kind of Tool would deal a positive effect, so the character you are healing would gain Life Juice equal to your Effect stat.

In most cases, a Tool's Effect will be on Life Juice (Pg. 30) in the form of healing (positive) or damage (negative). However, if you are building a character with a more abstract Tool like *mind control* or *armored skin,* you will apply your Effect stat differently. The numerical Effect attached to an abstract Tool could translate to a bonus or deficit on the next Skill Roll, it could refer to the number of items a player can summon or construct, or it could be the amount of time an effect will last. This will have to be agreed on by the Narrator to ensure that a character's Effect is balanced with the other players.

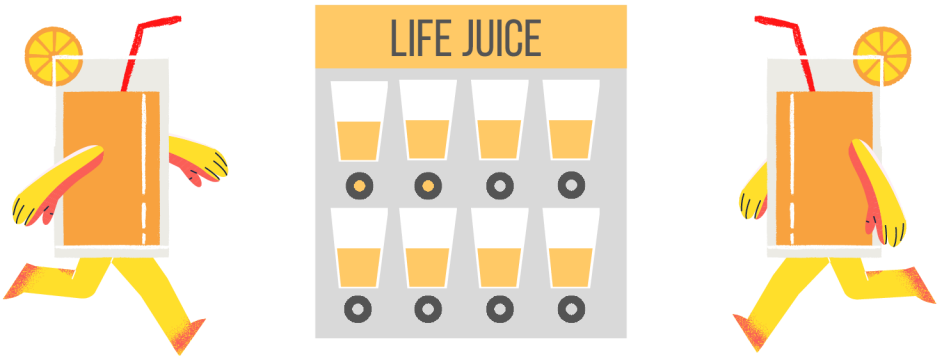
Abstract Tool Examples:

- *“Mind Control”*: Successful use of this Tool allows a character to force a target to take a number of actions against their will, equal to the character's Effect amount.
- *"Armored Skin"*: A player with this Tool adds their Effect stat, in addition to the appropriate Skill stat, to their challenge roll when being attacked.
- *“Fear”:* Successful use of this Tool allows a character to reduce a target's Smarts stat by a number equal to their Effect amount and ‘let their guard down’ for 1 combat round.

Be creative and have fun with your Tool choices! The use of abstract Tools may make for more complicated gameplay, but so long as you and your players understand how you are using a Tool's Effect, you'll be just fine.

Section 5: Life Juice

The amount of Life Juice that a character has determines how much damage they can take before they die. Players automatically start with 2 total Life Juice and can choose to get more in the Point Buy. The more Life Juice a character has, the heartier they will be (*and less likely to R.I.P.*).

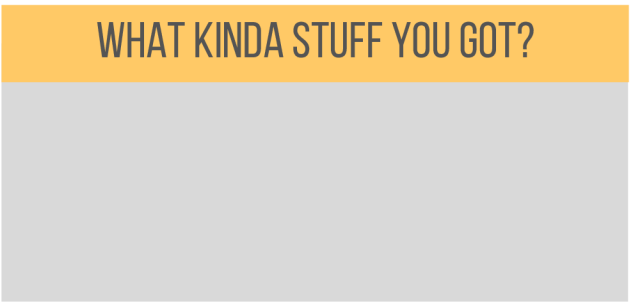


The filled-in dots under the Life Juice cups represent a player's maximum Life Juice and will remain the same throughout the game unless you choose to level up. (Pg. 36). Draw a line through the cups themselves to represent damage taken and erase those lines to represent healing. Note that a player cannot be healed above their max Life Juice.

(*Unless the Narrator thinks it would be cool. The coolness factor will out-rank the rules every time.*)

When building a character, keep in mind that in short To-Go games there likely will not be 'rests' for healing that will replenish Life Juice. So unless your group has a healing tool (*or you have a death wish*), you'll want to spend as many of your points on Life Juice as you can.

Section 6: Stuff



The Stuff section is where you will write down any items that a character has on their person. Items listed in this section can be anything you think is relevant to the character and the story game. This section

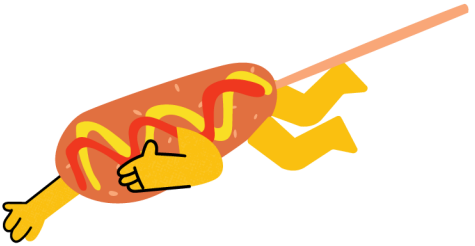
will be updated as the game progresses and the character gains/loses items.

You don't have to record everything a character has down to their socks and underwear (*unless they have some special under-roos!*). Think things like: maps, keys, minor tools (that are not in the Tool section), communication devices, or important accessories.

Players will pick what they would like to have in their character's Stuff, but Narrators have the final say for what a character has. Narrators should make these decisions based on what they think will keep the game balanced and interesting.

For example, let's say a player puts an *atomic bomb* in their Stuff section. The Narrator can veto that, or any item if they think that it is unlikely based on the world, character type, or if the Narrator believes that would make

the game less fun for the other players. However, as another example, if a player says they want *1 million dollars* in their stuff and according to the Who Are You section they are a "millionaire playboy", that makes perfect sense. Be flexible and creative but don't be afraid to reign things in occasionally.



The Point Buy:

To build a character you start with 5 points. You spend these points between Skills, Effect, and Life Juice. You can use tally marks at the top of the sheet to keep track of your points.

Skills start at 0, Effect starts at 1, and Life Juice starts at 2.

The more points you put into a Skill the better you will be at those kinds of actions, but don't forget about the other categories-

those are also vital. If you run out of points while building, or if you want a character to be particularly bad at something you can make sacrifices in Skills and take negative stats. For every negative you take in a Skill, you get that number of points to spend elsewhere. For example, if you took a -2 in Spry you'd have 2 extra points (7 total points) to spend elsewhere. Take care though, the choices you make in the Point Buy are permanent once the character-building process is over.

A character can be as balanced or as extreme as you'd like. Think about the kinds of strengths and weaknesses your character would have based on what you've decided so far.

And with that, you are ready to build some characters! Have fun with it! The players build the world just as much as the Narrator does, and the kinds of characters they build

determine a lot about your To-Go game!

If you are playing on-the-go players will hand over their character sheets to the Narrator as soon as they are done. For the rest of the game, the Narrator will hold onto the sheets and roll the six-sided die for players. When playing on-the-go style, remember to write clearly and communicate so everyone is on the same page.

You can also play traditionally and let the players hold their own character sheets and make their own dice rolls. It's whatever works for your setting. (*If you are playing this as a road trip game, please confiscate the driver's character sheet. I drive on the road sometimes, and if one of you plow into me I will personally take away your 6-sided die. Don't drive distracted!*)

The Point Buy is the last step before you jump into the adventure unless you want to build NPCs before you start playing.

Game-play mechanics start on page 47.

Note: At the Narrator's discretion characters can ‘level-up’. This will likely not happen in one-session games or short stories but if the Narrator would like, they can reward players at the end of story arcs or after a training montage by giving them 2 additional points per level to spend in an additional Point Buy. Past the base level, a player can also choose to Point Buy beyond the maximum -/+2 for Skills, and beyond the maximum for Effect and Life Juice.

See the examples of finished character sheets on the following pages. "Klaus Babin" is an example of a character with an Abstract Tool.

Example

WHO ARE YOU?	Tommy
WHAT ARE YOU?	Human- 35 years old
WHATCHA DOIN'?	Coffinhand, and organ smuggler

SPRY — knives — -2 -1 0 +1 +2

BRAWN — -2 -1 0 +1 +2

CHARM — -2 -1 0 +1 +2

SMARTS — -2 -1 0 +1 +2

WHAT'S YOUR TOOL?

knives

EFFECT — 1 2 3

LIFE JUICE

WHAT KINDA STUFF YOU GOT?

Throwing knives

Cross-body knife holsters

(1) Zombie eyeball

Refrigerated bag (for organs)

NOTES:

Personality: Chameleon. Untethered.

Flaws: Will do anything to make a quick buck.

Grew up in a space colony. Has never been to Earth

To-Go Game Name: The Coffinhands

Example

WHO ARE YOU? "Karen's I-phone" (They/Them)

WHAT ARE YOU? Giant robot built around a phone

WHATCHA DOIN'? Protecting my city from ghosts

SPRY -2 -1 0 +1 +2

BRAWN Fists -2 -1 0 +1 +2

CHARM -2 -1 0 +1 +2

SMARTS Healing -2 -1 0 +1 +2

WHAT'S YOUR TOOL?

Fists & techno healing

EFFECT 1 2 3

LIFE JUICE

WHAT KINDA STUFF YOU GOT?

-Scrap parts for building

-Solar panels (2)

-Cat feeder (broken)

-Communicator to city group-chat

NOTES: Body looks like a 20 foot tall mech monkey
I-phone gained sentience
Builds and wakes up other robots. Motherly personality

To-Go Game Name: Robots- We Woke Up

Example

WHO ARE YOU? Klaus Babin

WHAT ARE YOU? A Clown with the Cirque

WHATCHA DOIN'? Training hard to earn my nose!

SPRY * -2 -1 0 +1 +2

BRAWN * -2 -1 0 +1 +2

CHARM * -2 -1 0 +1 +2

SMARTS * -2 -1 0 +1 +2

*Use the same Skill stat as the character the Tool is copied from.

WHAT'S YOUR TOOL?

"Sticky Fingers"

EFFECT 1 2 3

LIFE JUICE

WHAT KINDA STUFF YOU GOT?

~~-Emotional Baggage~~

-Bag of snacks

-Face-Paint kit

-Toolbelt

NOTES: Tool Notes: With "Sticky Fingers" I can copy other Clown's magic powers by touching them. (memory lasts 1 hour).

To-Go Game Name: Cirque de Dérivation

Non-Player Characters (NPCs):

NPCs are controlled by the Narrator and will come in various forms and with varying levels of complexity. For some NPC's it may be easiest to build them a full NPC sheet, for other NPCs, just a scribble in the Narrator's notes will be more than enough.

You don't need to spend much time, if any, building your NPCs ahead of time. To save you some headache there is an NPC Wheel and NPC sheets included in your To-Go kit.

The NPC Wheel will automatically generate stats for NPCs to save you time. To use the NPC Wheel all you have to do is line up the stats to your liking, and write the name of the NPC on the outer edge. The NPC wheel can hold 8 individual characters if pinned or 16 if you write down two names per 'slice' and spin it back and forth as needed.

The NPC sheets are for more complicated

NPCs that you put special care into making. You may want extra control over stats for Final Bosses or guide NPCs that interact with the player characters a lot, but you don't have to put any more detail into NPCs than you want to.

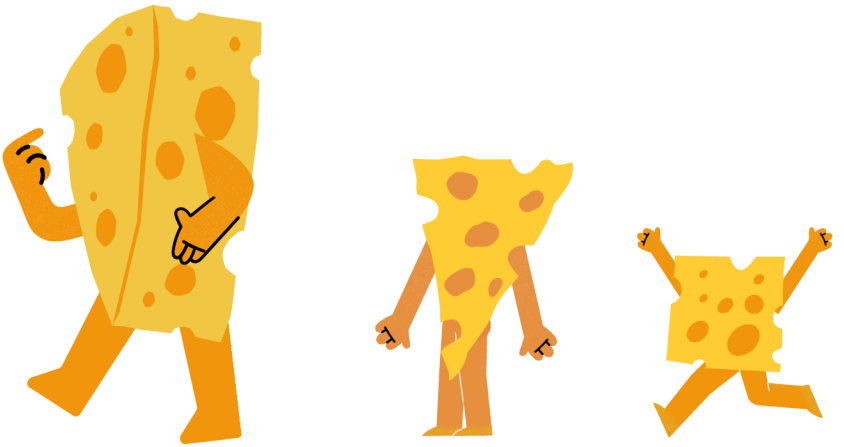
Keep in mind that NPCs don’t have to follow the same rules as characters when it comes to stats. NPCs don’t have to use the 5-point system. If a Narrator is building a final boss they don’t have to stop at 5 points for Skills, Effect, etcetera. NPC’s can also have more Tools if that is appropriate for your game. Narrators should take into account how many players they have, what their Life Juice totals are, and how difficult they want an encounter with this NPC to be. You don’t want all of your characters to die instantly (w*ell, maybe you do, you monster*) but you also don't want your Final Boss to die immediately. Find the balance between too hard and too easy.

(*And here's a dirty little secret for Narrators: you can adjust the stats as you go. If a fight that was meant to be easy starts killing off characters you can choose to fudge the numbers a little bit to get the heroes back on track. Or not.*)

Some NPC's won't need a sheet or even a spot on the NPC Wheel. Think of these NPCs as extras in a movie. These NPCs could be passersby or background characters that the players won't really interact with and will probably have to be made up on the spot it's not expected of the Narrator to know everything about them. Be warned: however, you cannot predict who players will get attached to. So "*henchmen no.3*", "*Jimothy*", or "*the old lady at the fruit stand*" may become beloved and regularly appearing characters.

The NPC sheets and note sections are at your disposal. Write down whatever you think is going to be useful and leave the rest to fate.

Don’t get too hung up on the rules. If you think something would be fun, but this rulebook does not allow for it, throw the rules out the window for a second (*and then go outside and pick it back up when you need it)!*



NPC Examples:

Use the next three pages as a reference for what your NPCs could look like.

The First example is a complicated NPC, the second is a more minor NPC, and the third is an example of what notes about background NPCs might look like.

Example

NPC SHEET:

WHO ARE THEY?

"Bits"
A Monster Hunter and grump

TOOL(S):	EFFECT	LIFE JUICE
Battle Ax (Brawn)	3	9

NOTES:

Has extensive knowledge of monsters and their weaknesses.

Has taken on the player character "Cooper" (the werewolf) as his charge. Is keeping him alive and has lost his membership to the hunters guild to do so.

Isn't nice, but he is good. Massively crotchety. Dude is a menace.

He's very protective of his maps.

Hates Taylor's character and is apparently allergic to shellfish.

SPRY	+1
BRAWN	+3
CHARM	-3
SMARTS	0

To-Go Game Name: Leger-de-Main

Example

NPC SHEET:

WHO ARE THEY?

~~Shady Shopkeeper~~
Thomas Goldpants

TOOLS AND ABELITES:	EFFECT	LIFE JUICE
~~None~~ Receipts Book (Brawn)	1	~~IDK, hope no one tries to hit him...~~ 6

NOTES: This guy is using a magic amulet to scam customers. If he is able to touch a person he gets an additional +2 to Charm against them for 10 minutes.

Now has a blood feud with Bran the Brave. Uh oh...

Spry is now +2, Jim is trying to kill him!

SPRY	BRAWN	CHARM	SMARTS
~~0~~ +2	-2	+2	+1

To-Go Game Name: The Knights of the Bakery

Example

WORLD BUILDER NOTES (CONT.)

NOTES:

Other NPCs:

3 brothers run the circus together. Tommy, Timmy, and Tomithy. All of them are acrobats.

The lady at the lighthouse is named Zip. She has the map

Zip also has a sword. (Effect 2, Brawn +3, Life Juice 6)

The clown is psychic and knows everyone's greatest fears.

Stats (from NPC Wheel):

LIFE JUICE: ~~10~~ 6- He almost killed all the players

EFFECT: 2

SPRY: -2

BRAWN: -2

CHARM: +2

SMARTS: +3

HELPFUL HINT: When building NPCs for combat, Narrators should keep in mind that players will have less than 8 Life Juice so combat sequences should be thought of as short scraps rather than drawn-out battles. If you do want combat to play a heavy role in your game you should make sure to have ample healing Tools built into your characters or NPCs.

To-Go Game Name: Clownery at the Docks

Game-Play Mechanics:

The only die used in the To-Go system is a single six-sided die. If you are playing on-the-go style the Narrator is the only one to make the dice rolls and holds the player character sheets. This is to keep the gameplay simple and mobile. However, if your setting allows you to, you can play in the more traditional way where the players hold their own character sheets and roll the die themselves. It's up to you!

There are three phases that your To-Go game will naturally cycle in and out of.

- Narration
- Character Roleplay
- Rolling the Dice

You don't need to keep track of what phase is happening at any given time; this is just a handy guide since different phases have different focuses.

Narration is when the Narrator is speaking. This phase is for setting the scene, giving background information, or wrapping up a story arc.

Character Roleplay is when players are interacting with each other or non-player characters controlled by the Narrator. This is the driving force of the To-Go game and the heart of the fun.

Rolling the Dice is where the players and the Narrators have to leave the story up to chance. Successes and failures come down to how well the dice roll and how well a character's Skill stats add on to those rolls.

The 6-sided die will be used for two kinds of dice rolls: Skill Actions and Challenge Rolls. Skill Actions are taken against inanimate objects and forces of nature, while Challenge Rolls are against other player characters and NPCs.

Skill Actions

For actions taken against inanimate objects or forces of nature, players will roll against a difficulty level set by the Narrator. This difficulty level is pulled from the "Dice Spice Scale" on the next page. Below is an example of a Skill Action being taken against a door.

STEP 1: First, a player will say what they want to do. (Example: *"I want to break down the door".*)

STEP 2: Then the Narrator will determine what Skill they would use (Example: *"This is a heavy door so you'll need to use your Brawn Skill".*)

STEP 3: Next, the Narrator will determine the difficulty level and how high the player will have to roll to succeed. Use the Dice Spice Scale as a reference for difficulty. The higher the number, the harder the task.

STEP 4: Roll the 6-sided die and see what happens!

If a player's Skill Action roll is the same as or greater than the difficulty level set by the Narrator, they succeed! If a player's Skill Action is less than the difficulty level set by the Narrator, they fail... and there might be consequences (*oh no, scaaary!*).

Once you know if a Skill Action has succeeded or not it's up to the Narrator to decide what that looks like. Tell a story!

Example of success: “You ram your shoulder up against the door and it flies open revealing the room inside. You've found the princess!”

Example of failure: “You kick wildly at the doorknob but the door stays tightly closed. You can hear muffled yelling from the other side.”

Successes and failures may look different depending on the roll. For example, let's say a character is attempting to jump onto a moving train and the difficulty rating the Narrator picked is a 5. If the die roll + Skill stat comes out to a 4, they may have just barely missed it, and if the Narrator is feeling generous they might even catch hold of the side. However, if for the same task the die

roll + the Skill stat comes out to a 1 (or heaven forbid it comes out to a negative number) the results may be a bit more catastrophic. An extreme failure in this context could cost the player some Life Juice or require them to take more actions just to get back to where they started. It's up to the Narrator and players to be creative with their conflicts and resolutions.

It’s important to collaborate as players and Narrators when it comes to successes and failures. As a Narrator, don’t be afraid to ask a player “what does that look like?” and let them tell a part of the story.

Challenge Rolls

For actions taken against other players or NPCs, the players involved will roll their 6-sided die against each other and add the appropriate skill stats. Below is an example of a player rolling against an NPC.

STEP 1: First, a player will say what they want to do. (Example: *"I'm gonna flex at the blacksmith and try and intimidate him into giving us the sword"*.)

STEP 2: The Narrator will then determine the appropriate Skill stats to use for each character. (Example: *"Since you're flexing at the blacksmith he's going to flex back. You'll both use the Brawn Skill"*.)

STEP 3: The 6-sided die will be rolled for both the blacksmith and the player and their respective Brawn stats will be added. Whoever's total is higher wins and gets what they want (*like a free sword!*).

Challenge Rolls in Combat:
Challenge rolls in Combat operate the same way as any other Challenge Roll, except with the added use of Life Juice and Effect stats. (*And you know... violence*.) Here's how you referee a fight as a Narrator:

Who hits who first?
Turn order in combat is determined by Spry stat for player characters and by luck for NPCs.

For players, the one with the highest Spry stat goes first and the next highest goes second, and so forth. If two players have the same Spry stat, they roll the die for a Spry Skill Action against each other and the higher goes first.

NPCs will either go first in the turn order or last. If there are multiple NPCs involved in combat their turns are grouped together.

To determine if the NPCs are going first or last the Narrator will roll the die, 1-3 means the NPCs all go last, or 4-6 means the NPCs get to go first.

For on-the-go games or if the Narrator just wants to jump right into the action there is a less complicated option to determine turn order. Simply gather all of the character sheets and a sheet representing the NPCs and shuffle them. Use that as the turn order.

What can a player do on their turn?

The number of Skill Actions and/or Challenge Rolls a player can take on their turn is equal to their Spry stat (with a minimum of 1). In addition to these Skill Actions and/or Challenge Rolls, a player can do one simple task that doesn't require a die roll (like speaking, stowing a weapon, or picking up an accessible lightweight object).

Turn Format and Example:

Let's say a player wants to use their Tool "sword" to attack the "Big Ol' Bear" that the Narrator has introduced for Combat. The Skill assigned to this player's sword is Brawn, so the player's and the bear's turns will follow these steps:

STEP 1: First the player will say what they would like to do. (Example: "*I would like to attack that Big Ol' Bear with my sword*".)

STEP 2: The Narrator would determine the Bears reaction to this attack and the corresponding skill the bear will use. (Example: *"The bear is going to try to dodge out of the way using the Spry stat"*.)

STEP 3: The player and the Big Ol' Bear will roll their dice in contest. The bear will use the Spry stat (modifier determined by the Narrator or the NPC Wheel), and the player will use whichever skill modifier they've attached to their sword.

If the bear rolls higher and successfully dodges out of the way, that's the end of the turn and the narrator would move on to the next player/NPC in the order. If the player rolls higher and succeeds in skewering the bear (*Sorry Big Ol' Bear; that's a rough day*) They deal the Effect on the player's character sheet. The Tool *sword* deals a negative Effect and lowers the Life Juice of the target.

STEP 4: Now let's say it's the bear's turn. The bear is going to use their Tool *healing paw.* The Narrator may say something like *"the Big Ol' Bear is going to lift their massive paw and bring it down slowly on Glorp the Wise's head and cast a spell"*. The player can try and resist this by sheer willpower (their Smarts skill). The bear and the player will roll against each other adding using their respective skill stats.

Unbeknownst to the player the bear was trying to use their tool *healing*. Which if successful, will deal a positive Effect to the

player's Life Juice. Let's say the bear rolled higher- so even though the player resisted, they still got some delicious life juice points equal to the bear's Effect stat.

HELPFUL HINT: If a character is using a Tool that deals an Effect that the affected player wants to happen, the player can choose not to resist and not attempt a Challenge Roll. The Narrator can however, force a Challenge Roll or make it a Skill Action if there are additional forces at play.

Life Juice in Combat:

Life Juice will be decreased and replenished throughout combat by attack and healing Effects. If a character reaches 1 Life Juice they have an opportunity to permanently sacrifice one of their 5 points (from the Point Buy) to restore their character to a half-health state (half of their original maximum Life Juice rounded up). If they do so, the point sacrificed is crossed out on the Character Sheet and their stats are revised. This action

takes the place of their turn and they are returned to the combat turn order last.

If a character is brought to 0 Life Juice the character is dead. (*R.I.P.*) See Life Juice Section (pg. 30).

Example: Let's say Glorp the Wise has been stabbed in the leg and has lost three of his four Life Juice points. Since he is at one Life Juice he has an opportunity to save himself (even if it is not his turn).

If Glorp sacrifices one of his 5 points from the Point Buy he will be reset to half his health (2 Life Juice) and his turn will be moved to the End of the order. Glorp will be unconscious and unable to take any action until his turn comes around after a full round of combat.

If Glorp chooses to sacrifice a point he may pick one from his Spry Skill. After all, he'll be much slower after this injury. See his updated character sheet on the next page.

Example

-1

WHO ARE YOU? "Glorp the Wise"

WHAT ARE YOU? Just like... so wise.

WHATCHA DOIN'? Being Wise

SPRY -2 -1 0 +1 +2

BRAWN Sword -2 -1 0 +1 +2

CHARM -2 -1 0 +1 +2

SMARTS -2 -1 0 +1 +2

WHAT'S YOUR TOOL? Sword

EFFECT 1 2 3

LIFE JUICE

I'm at 2 Life Juice until the bear can heal me.

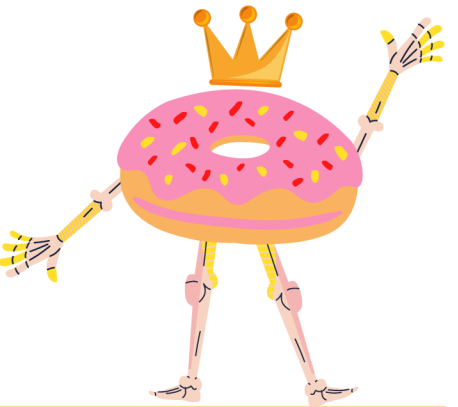
WHAT KINDA STUFF YOU GOT?

- Notebooks, where I write down my wisdom.

NOTES: The wisest of dudes. I'm so WISE!! You don't even know.

To-Go Game Name: Glorp World

If Glorp chooses not to sacrifice one of his 5 points from the point buy, he will stay conscious but risks permanent death if he loses his last Life Juice.



HELPFUL HINT: If two characters in a challenge roll end up in a tie, the Narrator can break that tie with an IRL contest like rock paper scissors, an arm wrestling contest, or by who brought the best snacks. The Narrator can also choose to work a stalemate into the story!

You're Ready to Play!

Now that you've built your own unique world and characters, it's time to jump into the adventure.

An easy way to start is to go back to your Opener and begin the first scene. Put on your best Narrator voice and introduce the characters to the setting. Describe them entering a tavern or boarding their spaceship. You can start your adventure anywhere and if all the options are overwhelming, you can always start by asking a player character "*where are you right now*" "*what are you doing*" and let the momentum build from there.

Your adventure awaits! Thank you for taking it To-Go!

Narrator CHeat-Sheet

Dice Spice Scale
For Skill Actions

7+ "YOU CAN TRY"

6 EXPERT MODE

5 HARD BUT STILL POSSIBLE

4 DIFFICULT

3 A LITTLE HARD

2 EMBARRASSING IF YOU SCREW UP

1 PRETTY DANG EASY

0 NEARLY IMPOSSIBLE TO MESS UP

-1 YOU FORGOT HOW TO BREATHE

Skill Action= against an object.
Challenge Roll= against a person.

"Oh no I'm stuck!"
Ideas for when you're out of ideas:

- Review your World Builder Notes. Any ideas there?
- Kill somebody. Anybody.
- Bring up something from a character's backstory.
- Ask a player. "What's your character thinking right now?"
- Have a new NPC stumble in. How did they get there?
- Distraction! There's a cute animal now! Look!
- Time for "Sad Camping": Have your characters settle down for the night. Nothing like tragic backstories over the campfire.

Roll of the Dice Script:

Player: "I'm going to [_____]"

You: "Okay that's going to be a [Skill].

Roll the D6 and add Skill modifiers

Describe Success/Fail and the consequences. "What do you Do?"

(Rinse and Repeat)

#1 Rule: ~~Have fun!~~ Bring snacks!!!

BLANK SHEETS TO-GO

Printable Sheets and NPC Wheel
available for download at
www.rpgto-go.com

WHO ARE YOU?

WHAT ARE YOU?

WHATCHA DOIN'?

SPRY -2 -1 0 +1 +2

BRAWN -2 -1 0 +1 +2

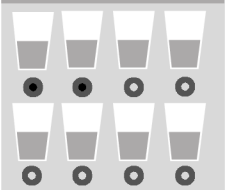
CHARM -2 -1 0 +1 +2

SMARTS -2 -1 0 +1 +2

WHAT'S YOUR TOOL?

EFFECT 1 2 3

LIFE JUICE



WHAT KINDA STUFF YOU GOT?

NOTES:

To-Go Game Name:

NPC SHEET:

WHO ARE THEY?

TOOLS AND ABILITIES	EFFECT	LIFE JUICE

NOTES:

SPRY

BRAWN

CHARM

SMARTS

WORLD BUILDER NOTES

INGREDIENTS:

IDEAS:

To-Go Game Name:

WORLD BUILDER NOTES (CONT.)

OPENER:

WORLD BUILDER NOTES (CONT.)

ADDITIONAL OPENER INFORMATION:

WORLD BUILDER NOTES (CONT.)

NOTES:

RPG TO-GO

An On-The-Go Collaborative StorYtelling Game

The RPG To-Go system is a simple, flexible, on-the-go alternative to other table-top Role Playing Games.

Build one-of-a-kind worlds, characters, and NPCs in minutes and play anywhere!

Play your game on a road trip, in a really long line, or break it out for game night. All you need is this booklet, a 6-sided die, and a pencil! This system will walk you through building a world and telling a story, so all you need is your imagination! (Also friends but you're on your own for that one.)

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